66. (New) A method as in claim 1 wherein the model is stored on computer-readable media on a hard disk of the computer.

II. In The Specification

Please amend the specification as follows:

On page 35, please delete paragraph [0091] and replace it with the following:

[0091] For example, the two rectangles with a shared edge illustrated in Figure 5a may be represented by a ~~screen~~ scene graph, as shown in Figure 6. ("Scene graph" is also written herein as one word "scenegraph".) The traversal order in the ~~screen~~ scene graph is top-to-bottom and left-to-right. A group node 190, is the beginning of the traversal. A next node 192 establishes a material property, namely a color (grey40). Node 194 establishes the beginning coordinates of the image and node 196 establishes an "IndexedFaceSet", or index of the vertices of the left-hand rectangle. Node 198 changes the value of the color material property to grey20 and node 200 establishes an "IndexedFaceSet" for the right-hand triangle. When this ~~screen~~ scene graph is traversed, the image shown in Figure 5a is displayed on the screen.

On page 69 of the Specification, please delete the first paragraph [0171] and replace it with the following:

[0171] According to Figure 27, the method begins generally at step 2702. The method ~~begins~~ continues in step 2704 by loading data about the first surface feature from a database that is stored in the data storage system into memory (random access memory or system memory) of a computer system. Next, in step 2706, an aggregate feature is created for the first surface feature. This enables the creation of a first graphics object from the aggregate feature, step 2708. Thereafter, the first graphic object is added to the application scenegraph, step 2710. Next, in step 2712, a geometry object is created for the aggregate feature. The first surface feature in the